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Overview

This guide will teach you how to use mods with an official copy of Spectrobes: Origins on your Wii or Wii U. It will cover everything that you need to do from installing “Riivolution” onwards. This guide will not cover the steps needed to install the Homebrew Channel on your Wii or Wii U’s vWii. Instead, you can follow one of the many guides that already exist on that topic. Please be aware that modifying your Wii or Wii U console violates the EULA and will void your warranty (however, it is perfectly legal). If you don’t have a copy of Origins or aren’t able/willing to mod your Wii or WiiU’s vWii, then you can use the WiiScrubber method to play with mods instead, as long as you have a way to play Wii ISOs.

What You Need

-Wii with the Homebrew Channel installed (Wii U users can install Homebrew Channel on vWii)
-An SD card with exactly 2GB of space
-A copy of Spectrobes: Origins
-Riivolution (download)
-Origins.xml
-Some mods to install

Setup

Step 1. Extract the “riivolution” folder from “riivolution.zip” into the “apps” folder on your SD card (If you don’t have one already, just create a folder called “apps” in the root of your SD card).

Step 2. Create a new folder on the root of your SD card called “riivolution.”

Step 3. Drag the Origins.xml file you downloaded into the “riivolution” folder you just created.

Step 4. Create a new folder in the root of your SD card called “origins.”

Step 5. Create a new folder inside the “origins” folder called “DATA” and two more inside that folder called “CHARA” and “DB.”

Step 6. Drag the files from the mod(s) you downloaded (the contents of the .zip you downloaded, not the .zip itself) into the folder they belong in. Generally speaking, model edits belong in the “CHARA” folder, while gameplay changes belong in the “DB” folder. If the mod you’re trying to install has instructions that differ from these, follow those *instead*, as it’s likely either a special case or the creator of the mod already sorted out the folders for you.

Loading Mods

Step 1. Now that you have mods on your SD card, insert it back into your Wii or Wii U.

Step 2. Launch the Homebrew Channel, and from there, open Riivolution. If Riivolution isn’t showing up, restart your Wii/Wii U. If the problem persists, make sure you have Riivolution installed correctly.

Step 3. Once Riivolution loads, there should be an option on the left labeled “Origins Replacement.” Select the arrow next to it and press A so that it says “Enabled.”

Step 3.5. If you want to make it easier to load mods again, select “Install” on the right side of the screen to install a shortcut to Riivolution right on the Wii menu. It is recommended that Wii U users do this, since loading the Homebrew Channel can mess up the screen resolution, but the issue can be avoided by loading Riivolution directly from the vWii menu.

Step 4. Select “Launch” on the right side of the screen to boot up the game with your mods. Once the game loads, you should be able to see the effects of the mods you’ve installed.

Folder Structure

To install other types of mods, the only thing you’ll need to do differently is to place the files in different folders. Specifically, the folder structure of your SD card needs to mimic the folder structure of the Origins ISO itself. The reason character mods go in origins\DATA\CHARA is because character models are located in DATA\CHARA in the rom. To install other mods, you would need to create new folders in origins\DATA for them to go in based on what folder they’re found in in the ISO. For example, to replace weapon models, you would create a folder inside DATA called “WEAPONS,” because weapon models in the game are stored in DATA\WEAPONS. (Due to the lack in variety of mods at the moment, this section will be

expanded upon later. If you have any questions, ask me in the #rom-hack channel on the Discord server.)